

FT06 BALKAN MEDLEY

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HISTORICAL ACCOUNT

LOCATION: Knjasevac, Serbia

DATE: 10 October 1944

COMMENTARY: The Romanian insurrection and entrance into the war on the Allied side in August 1944 and the Bulgarian declaration of war in September 1944 opened the Balkans to the Red Army. The Germans look for has constitute a continuous forehead semblance desperately to the eastern areas of Yugoslavia to allow their units in Greece and Albania to withdraw northwards. In this goal, one sends all available troops of which of kampfgruppen " shapes of aviators and sailors, organize has the hurry and often teams of hold weapons. Of units as the division SS " Prinz Eugen "S are withdrawn of the struggle against partisans to clothe these unskilled fighters. The Prinz Eugen defended the approaches to the city of Nis, an important crossroads on the road of Sofia.

On October 1st, the Soviet and Bulgarian vanguard, supported by partisans, crossed the Yugoslavian border. Two Bulgarian divisions attacked the 600 defenders of the village of Knjasevac. The German situation soon became desperate in spite of the reinforcement of a detachment of Waffen-SS that ashore in his/her/its tentative to make the north jump the bridge of Vratamica. At the same time, the garrison of Knjasevac received the order to withdraw. But they fell to an ambush by partisans on the heights and lost most of their equipment.

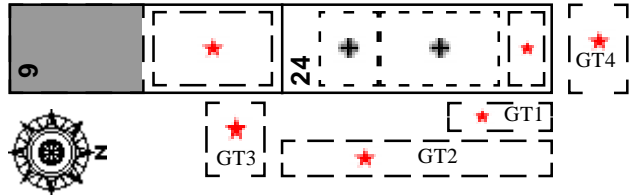
The vice tightened itself, the Bulgarian progressing in the north outskirts and are from the small city with the support of the artillery. Partisans hold the road and his/her/its surroundings firmly in montagneses to the south east. Many Germans choose to surrender, although some soldiers of the "Prinz Eugen" succeeded in breaking out westward. The city was taken and the road freed for the Soviet armour to advance onwards.



TURN RECORD CHART

⚔ GERMAN Sets Up First	★ 1	★ 2	3	★ 4	5	6	7	END
★ ALLIES Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hex rows R-GG on map 9 are playable
Building 9EE4 does not exist.

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The Germans win if they have more VPs than the Allies. The Allies receive CVPs. The Germans receive CVPs and VPs for exiting troops exited between 9R0 and 9Y1 inclusive; troops which exit count double their normal VP value.

SCENARIO SPECIFIC RULES:

1 The Bulgarians have a module of 70mm OBA (HE) directed by a off board observer at level 2 on the east edge of board 24 north of 24T inclusive. Battery Access is automatic (withdraw a black chit). The OBA can only reach rows situated to the north of 24J inclusive. On a Heat Battle final DR of 10 or 11, Bulgarians become Berserk (or Battle Harden if no Known Enemy Unit is in LOS).

2 German units (EXC: SS) use Italian Guns and SW without Captured Use penalties. The Partisans use Italian SW without Captured Use penalties. The 5-4-8 are Assault Engineers and their morale is underlined. Germans have no PF and may not Assault Fire (EXC 5-4-8).

Elements of the 22nd Partisan Division set up on hexes of ≥ 1 level on map 9.
Balance: elements of the 4th Mechanised Corp enter on GT4.

ELR: 5
SAN: 5

5

Elements of the Bulgarian 29th Infantry Division set up on/ north of row 24Y, or enter on GT1 on the east edge the north of row T inclusive. The Bulgarian ELR is 3.

15 2 2 3

Elements of the Bulgarian 29th Infantry Division enter on GT2 on the east edge of map 24. The Bulgarian ELR is 3.

4

Elements of the 22nd Partisan Division enter on GT3 on 9Y 10.

3

Elements of the 4th Guards Mechanised Corp enter on GT5 on the north edge of the map 24. The infantry enters mounted. The Soviet ELR is 4:.

2

Elements of Marine Kompanie Bertrams and Schmidt, the 3rd/Festung Reserve Pioniere Stab and artillery set up between F and I inclusive on map 24.
Balance: replace the 9-1 by a 9-2 and the 8-0 by a 8-1 in the SS group.

ELR: 2
SAN: 3

6

Elements of the Div. Stab Jager Kompanie and of the 3rd Flak Battery SS Freiwilligen Div. "Prinz Eugen" set up between T & J inclusive on map 24.

8